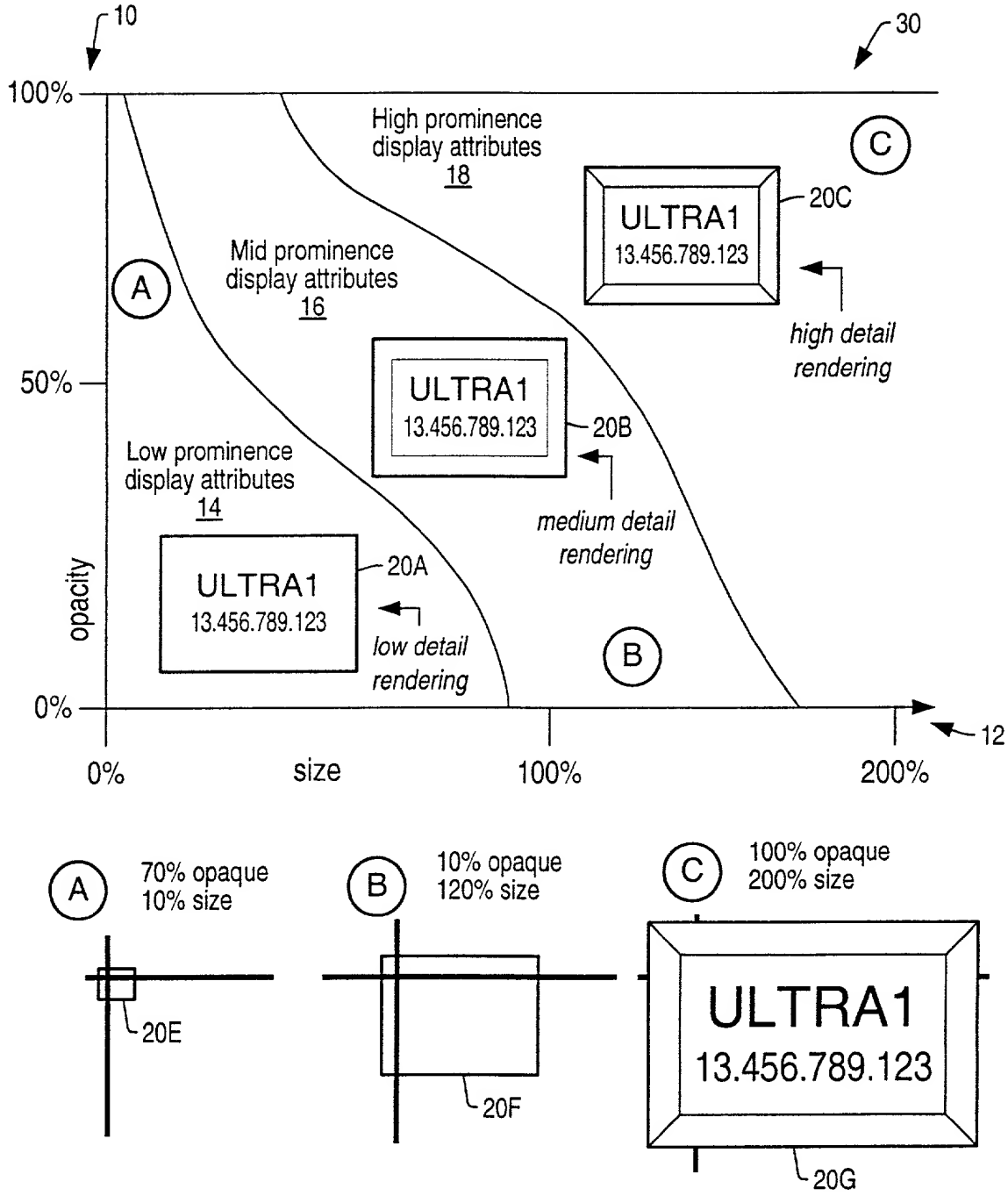
10
30
100%
High prominence
display attributes
18
C
ULTRA1
13.456.789.123
20C
high detail
rendering
Mid prominence
display attributes
16
A
50%
ULTRA1
13.456.789.123
20B
medium detail
rendering
Low prominence
display attributes
14
ULTRA1
13.456.789.123
20A
low detail
rendering
opacity
B
0%
12
0%
size
100%
200%
A
70% opaque
10% size
20E
B
10% opaque
120% size
20F
C
100% opaque
200% size
ULTRA1
13.456.789.123
20G

FIG. 1

Tuesday, 28 06 2005 16:50

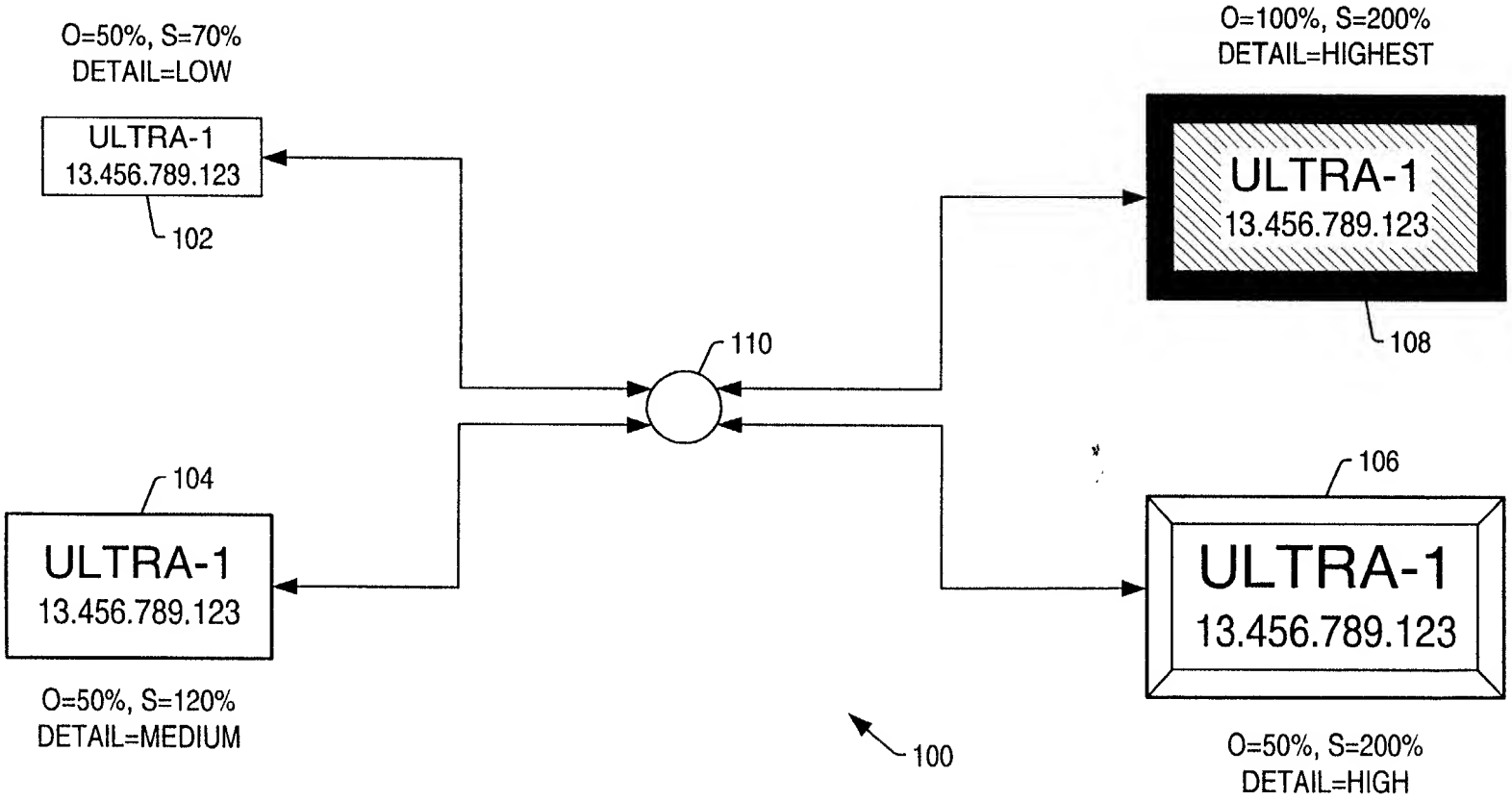


*FIG. 2*

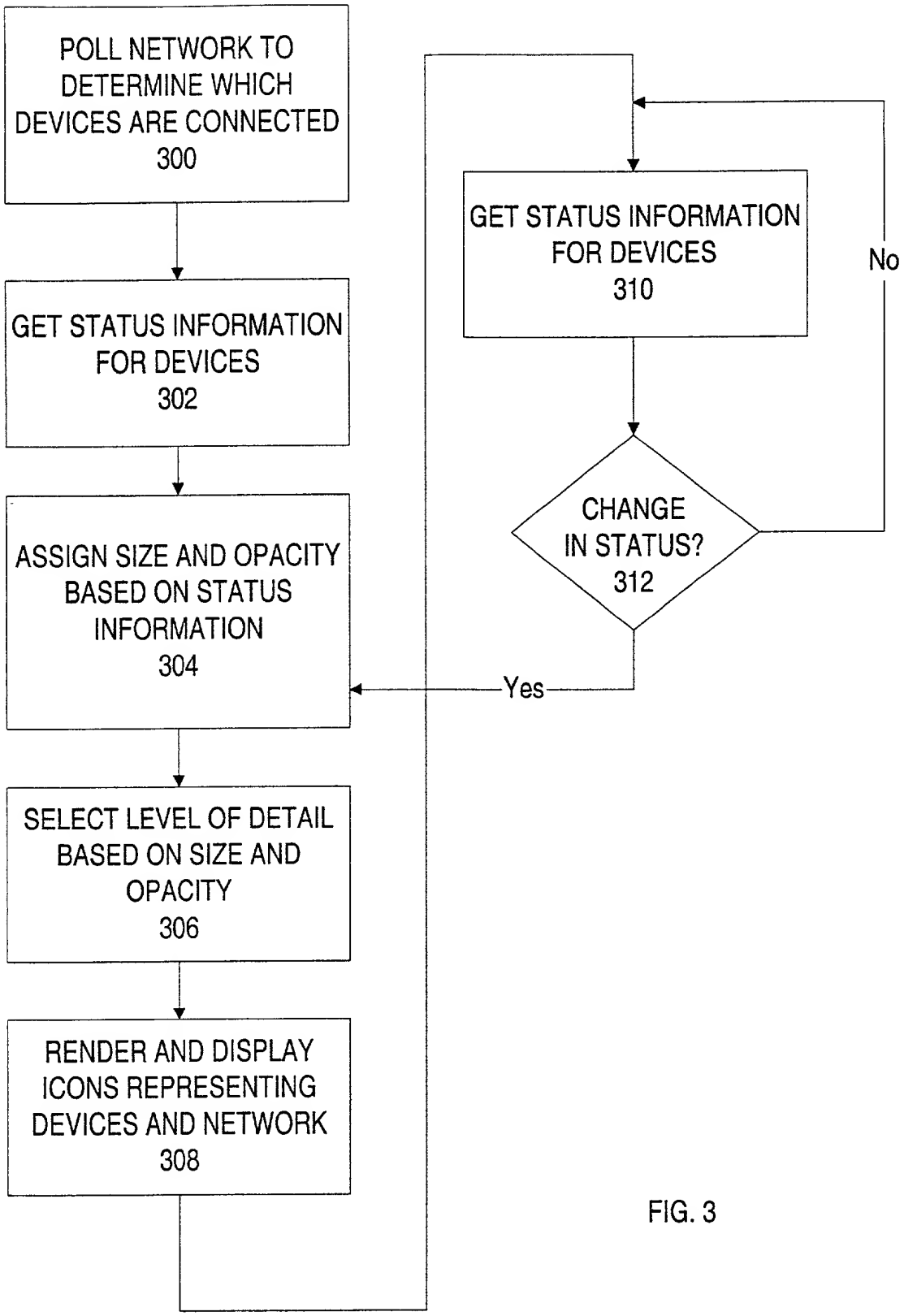
POLL NETWORK TO DETERMINE WHICH DEVICES ARE CONNECTED 300
GET STATUS INFORMATION FOR DEVICES 302
ASSIGN SIZE AND OPACITY BASED ON STATUS INFORMATION 304
SELECT LEVEL OF DETAIL BASED ON SIZE AND OPACITY 306
RENDER AND DISPLAY ICONS REPRESENTING DEVICES AND NETWORK 308
GET STATUS INFORMATION FOR DEVICES 310
CHANGE IN STATUS? 312
No
Yes

FIG. 3

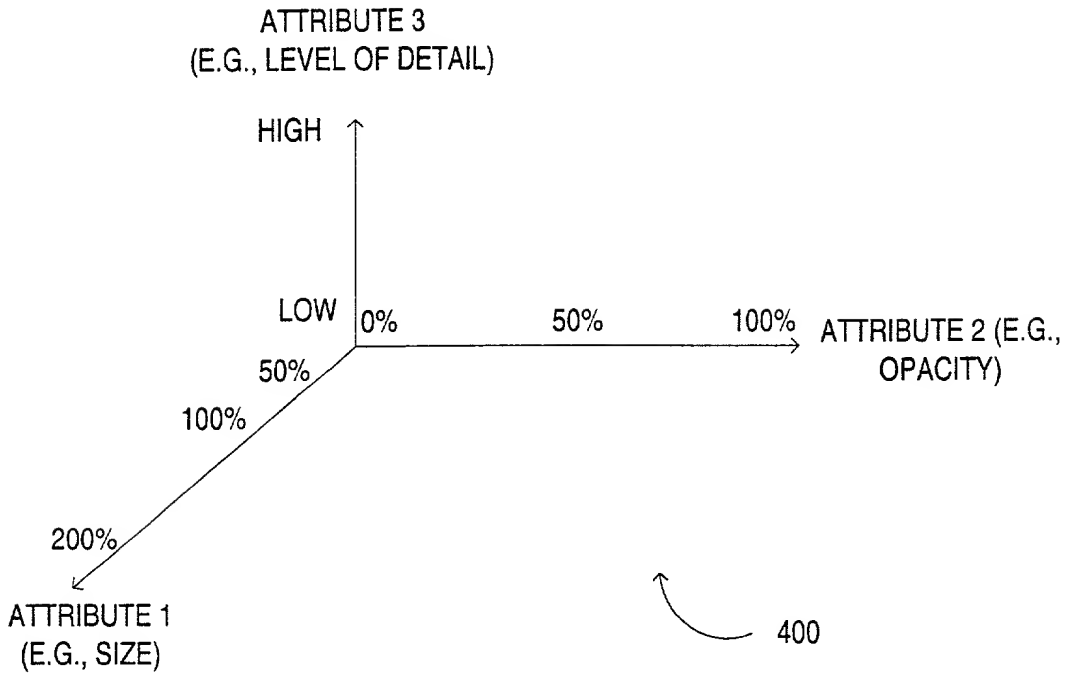
ATTRIBUTE 3
(E.G., LEVEL OF DETAIL)
HIGH
LOW
0%
50%
100%
ATTRIBUTE 2 (E.G.,
OPACITY)
50%
100%
200%
ATTRIBUTE 1
(E.G., SIZE)
400

FIG. 4

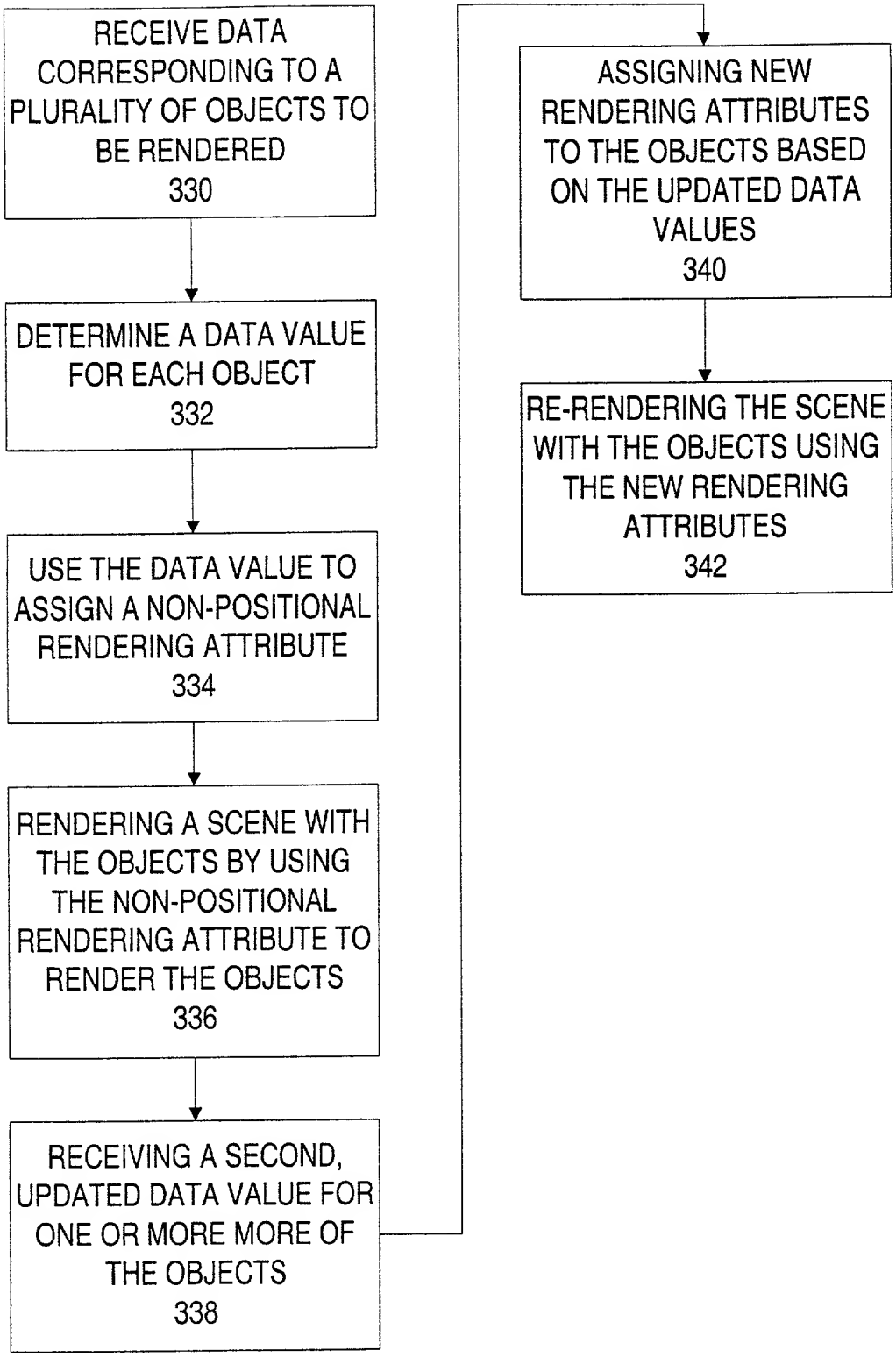
RECEIVE DATA CORRESPONDING TO A PLURALITY OF OBJECTS TO BE RENDERED
330
DETERMINE A DATA VALUE FOR EACH OBJECT
332
USE THE DATA VALUE TO ASSIGN A NON-POSITIONAL RENDERING ATTRIBUTE
334
RENDERING A SCENE WITH THE OBJECTS BY USING THE NON-POSITIONAL RENDERING ATTRIBUTE TO RENDER THE OBJECTS
336
RECEIVING A SECOND, UPDATED DATA VALUE FOR ONE OR MORE MORE OF THE OBJECTS
338
ASSIGNING NEW RENDERING ATTRIBUTES TO THE OBJECTS BASED ON THE UPDATED DATA VALUES
340
RE-RENDERING THE SCENE WITH THE OBJECTS USING THE NEW RENDERING ATTRIBUTES
342

FIG. 5

Report Broadcast

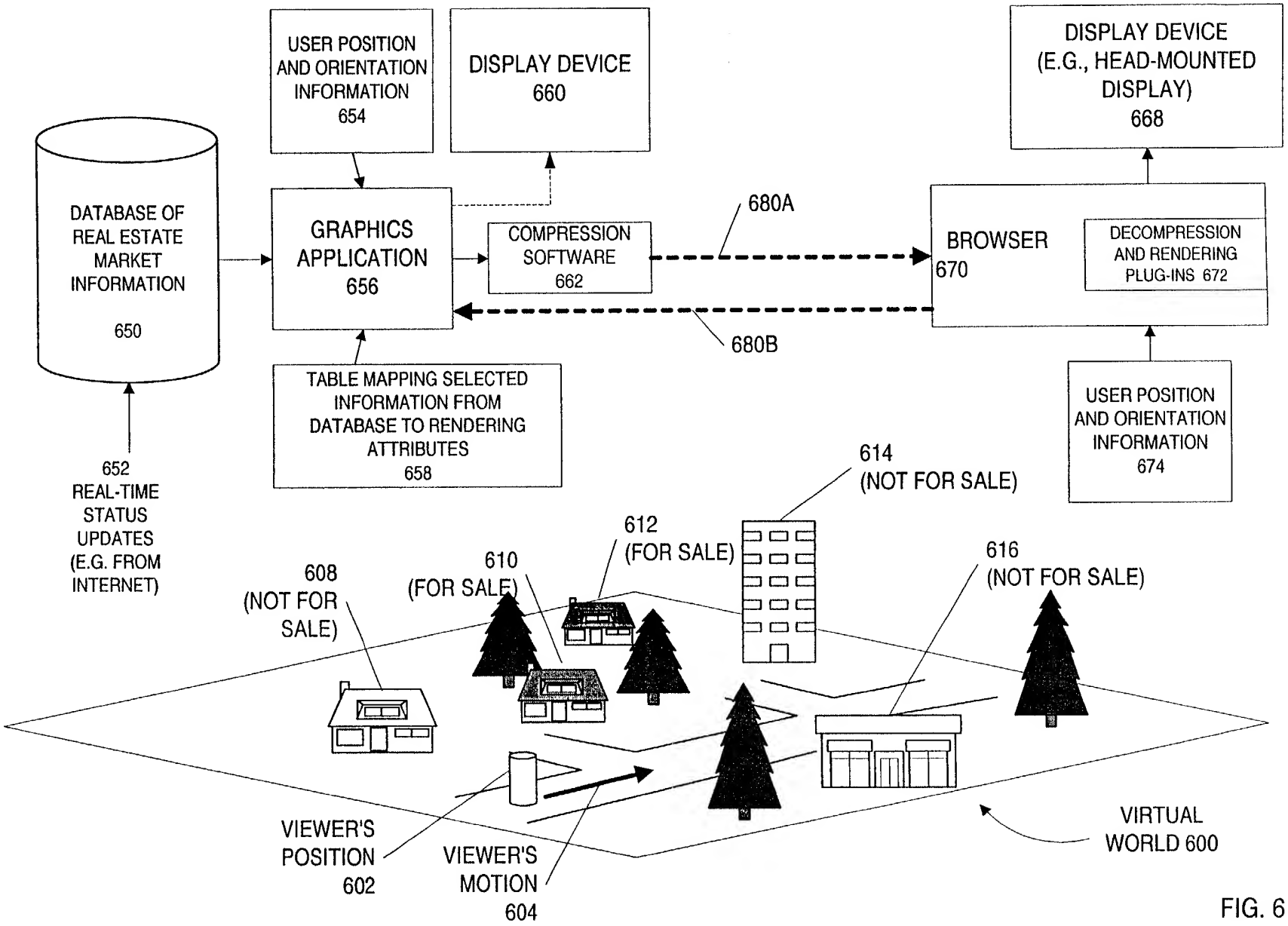


FIG. 6

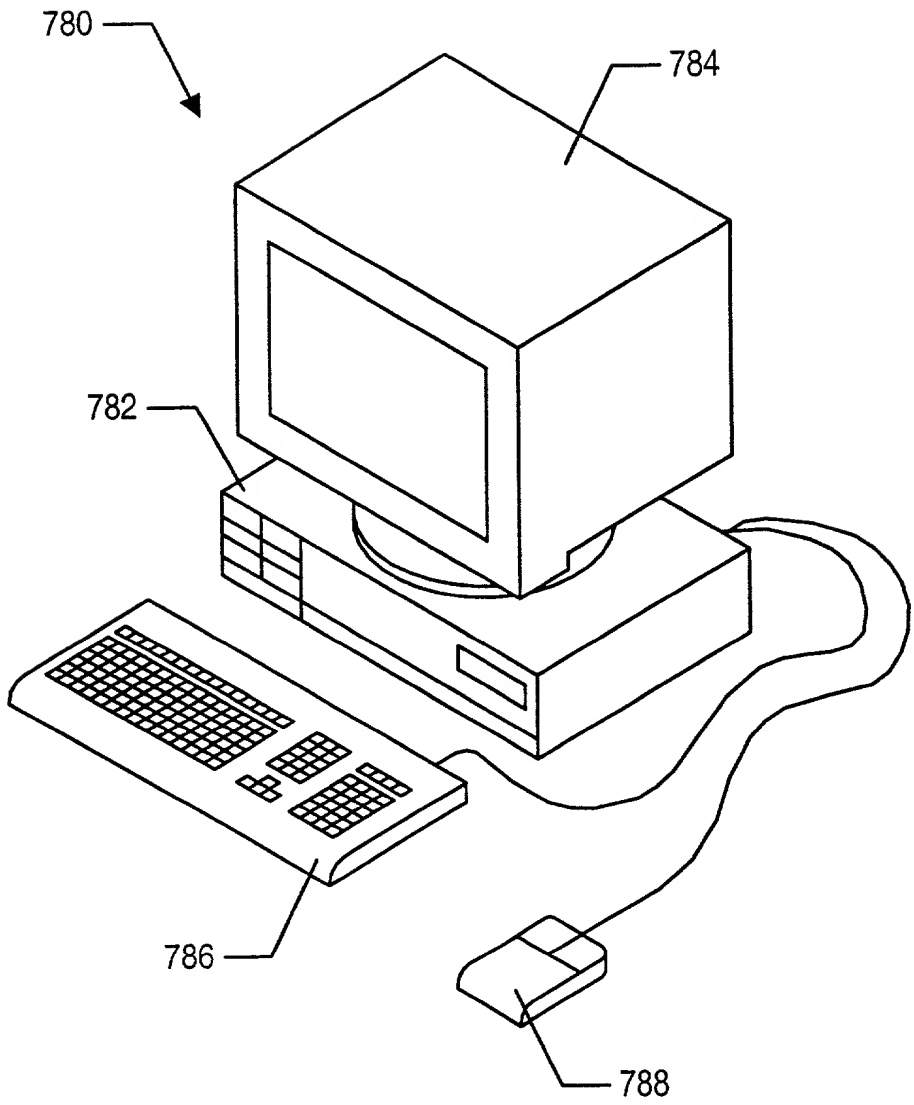


FIG. 7

Patent Application

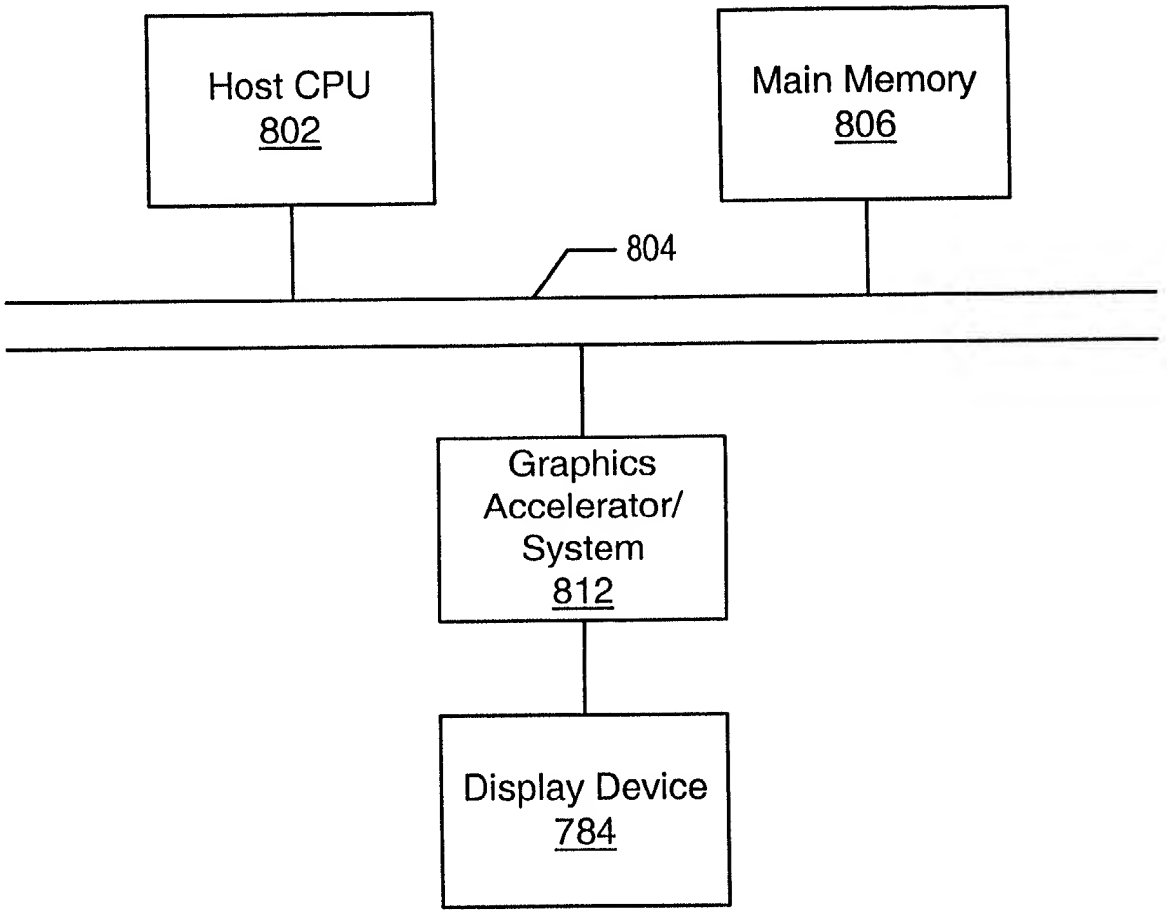


FIG. 8